



COMPUTER ANIMATION IN UTAH & ABROAD

Greg Hart
Powder Studios LLC
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POWDER STUDIOS

History & the Utah Factor

1969

University of Utah asks Dave Evans to form a CG
department in computer science



December 1969:
Ivan Sutherland(left) and Dave Evans(right) with LDS1.

The People

John Warnock - founder of Adobe Systems

Jim Blinn - developer of Blinn shading and bump mapping

James Clark - founder of SGI

Martin Newell - developer of the teapot

Bui-Toung Phong - developer of Phong shading

Edwin Catmull - President of Pixar

James Clark - founder of SGI

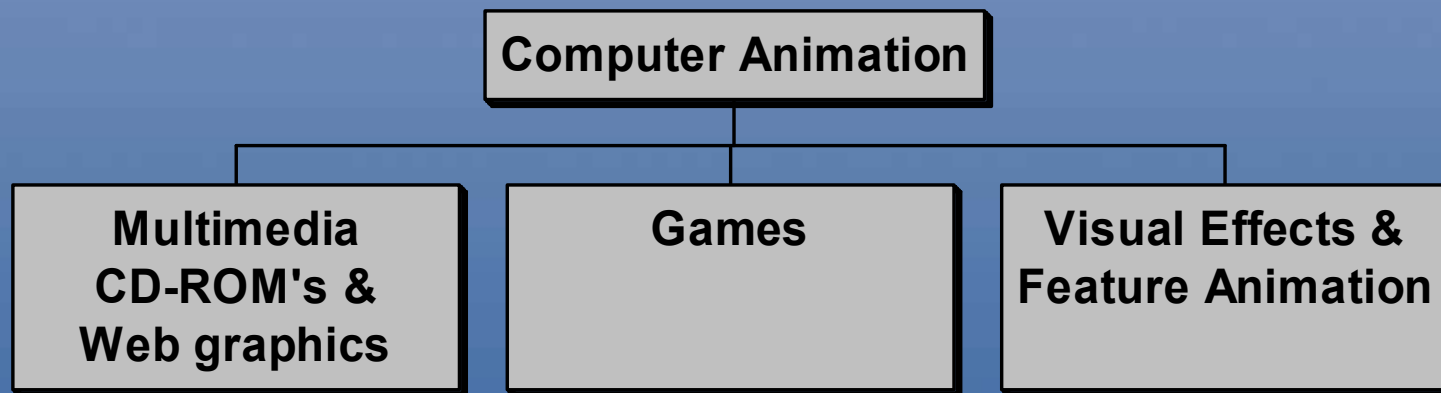


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Governor Leavitt's Mandate

To position Utah as a digital media hub; a cost-effective alternative to L.A., New York, and San Francisco.

Sectors in the Animation Industry





POWDER STUDIOS

An independent production company formed
to produce innovative and enriching
computer-generated entertainment for film,
video, TV and interactive media.



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Powder/FX Demo Reel



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my educational experience

State of the Industry

- Not common for graduates to be hired right out of college
- Unpaid internships are common
- Artists/Technicians educated in Utah can expect to live and work in LA or San Francisco (except multimedia and games)
- 60+ hour weeks expected
- Industry employs traditional artists to programmers

Student Preparation

- Those who succeed make animation their passion and hobby
- Problem solving is critical
- Tools and techniques are still under development
- Industry loves well-rounded people
- Education in computer science, fine art, film